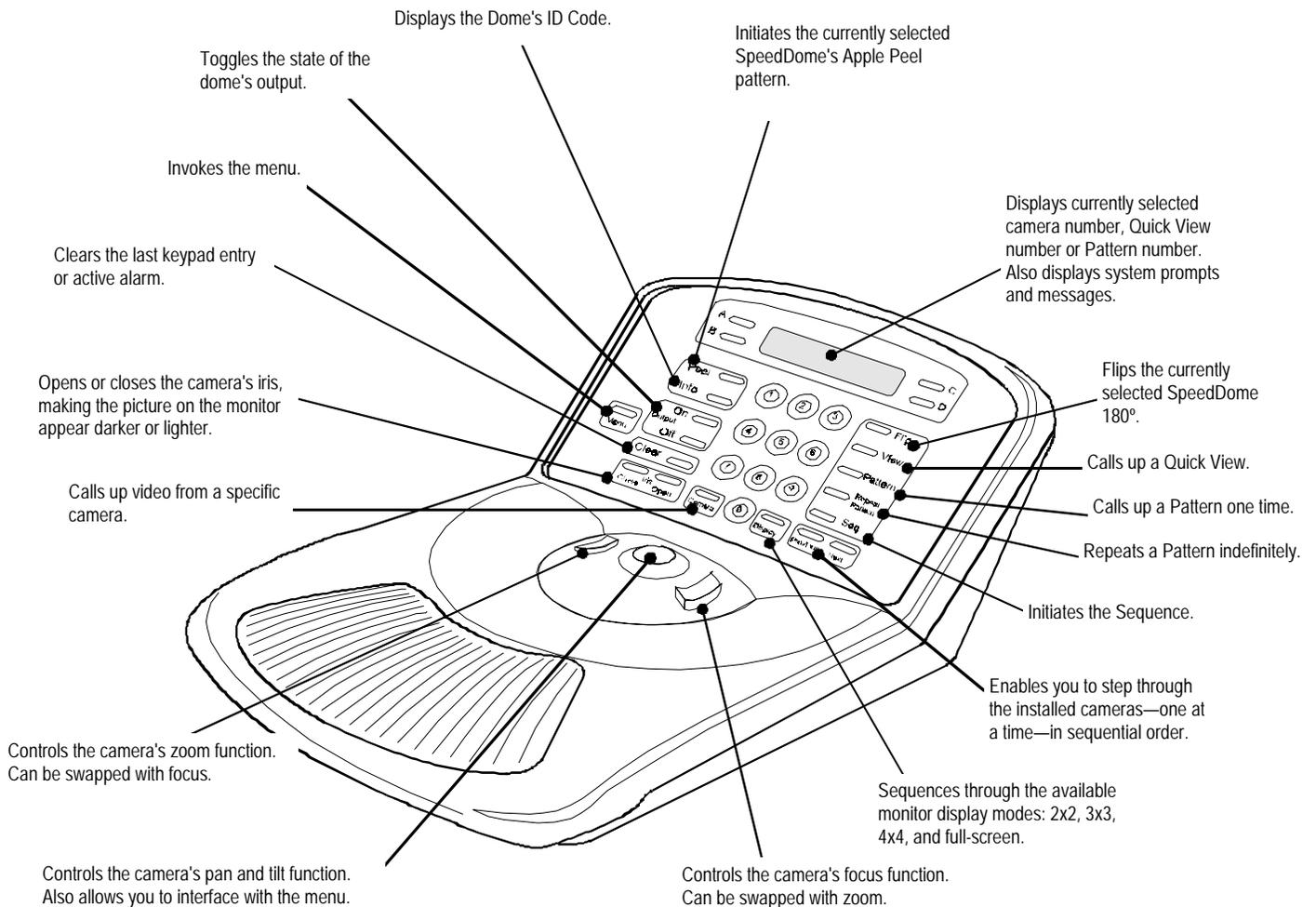


USER'S QUICK GUIDE



Menu

Calibration

Define Sequence

Setup View

Record Pattern

Alarm Actions

Config Devices

Reset Dome

Select Language

Tog Primary / 2nd

Tog Zoom / Focus

Adjust V-Phase

Show Sys Info

Ping Dome / TTR

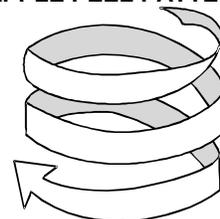
Press the Menu button on the keypad to invoke the menu. This scrollable menu appears on the LCD. Only two menu selections are visible at one time on the LCD.

Move the Tracker Ball up and down to scroll through the menu selections. To select the item on the top line of the LCD (in this example Define Sequence), press the button on the left side of the TOUCH TRACKER. To select the item on the bottom line of the LCD (in this example Setup View) press the button on the right side of the TOUCH TRACKER.

Apple Peel

The "Apple Peel" consists of three revolutions of camera panning, with tilt starting at the ceiling line. Each revolution tilts down approximately 30°. The Apple Peel will provide you with a complete view of the area.

APPLE PEEL PATTERN



✓ Select a Camera

Press the number of the camera whose video you want to display full-screen, then press Camera.

✓ Sequence through the Cameras

To display all of the available cameras—one at a time—in sequential order, press the Previous and Next buttons. Each time you press Previous, the previous camera is displayed. Each time you press Next, the next camera is displayed.

✓ “Flip” the SpeedDome

To flip the currently selected SpeedDome 180° in the opposite direction, press Flip.

✓ Run “Apple Peel”

To instruct the currently selected SpeedDome to run the Apple Peel pattern, press Peel. The Apple Peel pattern will repeat itself indefinitely until you issue a camera command (pan, tilt, zoom or focus) to the dome running the pattern.

✓ Clear an Alarm

To clear the alarm whose information appears on the LCD press Clear.

✓ Control Dome Outputs

1. Refer to the Dome Input / Output chart to see which outputs are connected to which domes, and what the on / off states are for those domes.
2. Press the number of the camera whose output you want to turn on or off, then press Camera.
3. Press the number of the output (1 - 4) that you want to turn on or off.
4. Press Output On to turn the Output on; press Output Off to turn the Output off.

✓ Select the Monitor Display Format

If you are connected to a quad splitter or multiplexer, you can specify the monitor display format:

- full-screen
- 2X2 (for quad splitters and 4, 9, and 16-camera multiplexers)
- 3X3 (for 9 and 16-camera multiplexers)
- 4X4 (for 16-camera multiplexers)

Press Display to sequence through the available display formats. For quad splitters, the Display button switches between Quad A (cameras 1-4) and Quad B (cameras 5-8).

✓ Display a Quick View

Note: SpeedDome Ultra III supports 96 views. Other domes support 4 views.

1. Press the number of the camera whose Quick View you want to display, then press Camera.
2. Press the number of the Quick View you want to display (1 - 96), and then press View.

✓ Define a Quick View

Note: SpeedDome Ultra III supports 96 views. Other domes support 4 views.

1. On the monitor, display the picture for which you want to create a quick view.
2. Press Menu.
3. Select Setup View.
4. Press the number buttons (1 - 96) that you want to assign to this Quick View.
5. Press Zoom or Focus to save.

✓ Run a Pattern

1. Press the number of the camera whose Pattern you want to display, then press Camera.
2. Press the number of the Pattern you want to display (1 - 3), then press Pattern (if you want the pattern to run one time only) or Repeat Pattern (if you want the Pattern to repeat itself indefinitely).

If you select a repeating Pattern, the Pattern will repeat itself until you issue a camera command (pan, tilt zoom or focus) to the dome running the Pattern.

✓ Define a Pattern

1. On the monitor, display the picture that you want to be the starting point of the Pattern.
2. Press Menu and select Record Pattern.
3. Press the number (1 - 3) that you want to assign to this pattern.
4. Move the camera around, zoom and focus as necessary to create a logical camera pattern.

If you make a mistake during programming and no longer want to program the pattern, press Clear.

5. When you complete creating the pattern, press Next.

✓ SpeedDome LT Auto Pan Programming

1. On the monitor, display the picture that you want to be the starting point of the Auto Pan.
2. Press Menu and select Record Pattern.
3. Press the number 1 on the keypad.
4. Move the camera to the end point, then press Next.

When you select Pattern 1 for this dome, the camera will pan smoothly from side-to-side until another camera command is issued.

✓ Run the Sequence

To initiate the pre-defined Sequence, press Seq. The Sequence will repeat itself indefinitely until you press Seq or Clear.

✓ Define the Sequence

1. Press Menu. Select Define Sequence.
2. Use the Tracker Ball to scroll through the list of events until the event you want to define or re-define appears on the LCD.
3. In the Cam field, indicate which camera this event was defined on (use the number buttons).
4. In the Act field, indicate the kind of Action you are specifying for this event. Press View for a Quick View; press Pattern for a Pattern. For a fixed shot, press Clear to leave this field blank.
5. If the action is a Quick View or Pattern, enter the specific Quick View or Pattern number (use the number buttons).
6. In the Dur field, indicate the duration time for this event (use the number buttons).
7. Repeat steps 2 through 6 for each event to be defined in the sequence.